LISTING OF CLAIMS

Please amend the claims as follows:

1. (Currently Amended): A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

dialing at said first communication terminal, a telephone number of said second communication terminal;

storing said dialed telephone number in said second memory location;

establishing a communications link between said first and second terminals;

determining, at said second communication terminal, the telephone number of said first communication terminal;

storing said telephone number of said first communication terminal in said fourth memory location;

displaying at each of said terminals, said telephone number of said first terminal retrieved from said first and fourth memory locations; and

displaying at each of said terminals, said dialed telephone number retrieved from said second and third memory locations while said telephone number of said first terminal is being displayed.

2. (Previously Amended):   The method of claim 1, further comprising:

activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

indicating at each of said terminals, which player is currently authorized to send a game move instruction;

receiving said instruction from said authorized player; and

displaying at each of said terminals, a game move and identifier associated with said received instruction.

3. (Original):   The method of claim 2, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.

4. (Previously Amended):   The method of claim 2, wherein the step of receiving said instruction from said authorized player comprises receiving from said authorized player at least one dual tone multi-frequency (DTMF) signal.

5. (Previously Amended):   The method of claim 2, wherein the step of indicating at each of said terminals comprises sequentially activating and deactivating one of said first and second indicators at each of said terminals.

6. (Previously Amended): The method of claim 2, wherein the steps of activating the first and second indicators comprises activating color coded light emitting diodes (LEDs).

7. (Previously Amended): The method of claim 1, wherein the step of dialing at the first communication terminal comprises dialing a speakerphone.

8. (Previously Amended): The method of claim 1, wherein the step of dialing at the first communication terminal comprises dialing a wireless telephone.

9. (Previously Amended): The method of claim 1, wherein conversing parties associated with said terminals spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

10. (Previously Amended): A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

receiving at said second communication terminal, a telephone number of said first communication terminal;

storing said received telephone number in said fourth memory location;

establishing a communications link between said first and second terminals;

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storing a telephone number of said second communication terminal in said second memory

location;

activating at each of said terminals, a game mode to play a game between a first player

associated with said first terminal and a second player associated with said second terminal;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, said telephone number of said second terminal while

said received telephone number is being displayed.

11. (Original): The method of claim 10, further comprising:

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

indicating at each of said terminals, which player is currently authorized to send a game

move instruction;

receiving said instruction from said authorized player; and

displaying at each of said terminals, a game move and identifier associated with said received

instruction.

12. (Original): The method of claim 11, wherein said game move and identifier are displayed on one

or more keys of a keypad used to dial telephone numbers.

13. (Previously Amended):   The method of claim 11, wherein the step of receiving said instruction from said authorized player comprises receiving from said authorized player at least one dual tone multi-frequency (DTMF) signal.

14. (Previously Amended):   The method of claim 11, wherein the step of indicating at each of said terminals comprises sequentially activating and deactivating one of said first and second indicators at each of said terminals.

15. (Previously Amended):   The method of claim 11, wherein the steps of activating the first and second indicators comprises activating color coded light emitting diodes (LEDs).

16. (Currently Amended):   The method of claim 10, wherein the step of receiving at the second communication terminal, the telephone number of the first communication terminal comprises the step of receiving at a speakerphone, the telephone number of the first communication terminal.

17. (Currently Amended):   The method of claim 10, wherein the step of receiving at the second communication terminal, the telephone number of the first communication terminal comprises the step of receiving at a wireless telephone, the telephone number of the first communication terminal.

18. (Previously Amended):   The method of claim 10, wherein conversing parties associated with said terminals spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

19. (Currently Amended):   Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for dialing at a first communication terminal, a telephone number of a second communication terminal;

means for storing said dialed telephone number in said second memory location;

means for establishing a communications link between said first and second terminals;

means for storing said telephone number of said first communication terminal in said fourth memory location; and

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

20. (Original): The apparatus of claim 19, further comprising:

means for defining a plurality of identifiers used to differentiate between said first and second players;

means for activating a first indicator representing said first player;

means for activating a second indicator representing said second player;

means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;

means for receiving said instruction from said authorized player; and

means for displaying at each of said terminals, a game move and identifier associated with said received instruction.

21. (Original): The apparatus of claim 20, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial said dialed telephone number.

22. (Original): The apparatus of claim 20, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.

23. (Original): The apparatus of claim 20, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.

24. (Original): The apparatus of claim 20, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).

25. (Original): The apparatus of claim 19, wherein at least one of said terminals is a speakerphone.

26. (Original): The apparatus of claim 19, wherein at least one of said terminals is a wireless telephone.

27. (Previously Amended): The apparatus of claim 19, wherein conversing parties associated with said terminals spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

28. (Previously Amended): Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for receiving at a second communication terminal, a telephone number of said first communication terminal;

means for storing said received telephone number in said fourth memory location;

means for establishing a communications link between said first and second terminals;

means for storing a telephone number of said second communication terminal in said second memory location;

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said received telephone number; and

means for displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

29. (Original): The apparatus of claim 28, further comprising:

means for defining a plurality of identifiers used to differentiate between said first and second players;

means for activating a first indicator representing said first player;

means for activating a second indicator representing said second player;

means for indicating at each of said terminals, which player is currently authorized to send a game move instruction;

means for receiving said instruction from said authorized player; and

means for displaying at each of said terminals, a game move and identifier associated with said received instruction.

30. (Original): The apparatus of claim 29, wherein said game move and identifier are displayed on one or more keys of a keypad used to dial telephone numbers.

31. (Original): The apparatus of claim 29, wherein said received instruction comprises at least one dual tone multi-frequency (DTMF) signal.

32. (Original): The apparatus of claim 29, wherein said authorized player is indicated by sequentially activating and deactivating one of said first and second indicators at each of said terminals.

33. (Original): The apparatus of claim 29, wherein said first and second indicators comprise color coded light emitting diodes (LEDs).

34. (Original): The apparatus of claim 28, wherein at least one of said terminals is a speakerphone.

35. (Original): The apparatus of claim 28, wherein at least one of said terminals is a wireless telephone.

36. (Previously Amended): The apparatus of claim 28, wherein conversing parties associated with said terminals spontaneously set up and play a game without substantially interfering with an ongoing conversation over said communications link.

37. (Previously Amended): A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

receiving at said second communication terminal, a telephone number of said first communication terminal;

storing said received telephone number in said fourth memory location;

storing a telephone number of said second communication terminal in said second memory location;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

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38. (Previously Amended):   Apparatus for identifying game players and game moves,

comprising:

a first communication terminal having a first and a second memory location, wherein said

first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said

third memory location stores a telephone number of the second communication terminal;

means for receiving at said second communication terminal, a telephone number of said first

communication terminal;

means for storing said received telephone number in said fourth memory location;

means for storing a telephone number of said second communication terminal in said second

memory location;

means for displaying at each of said terminals, said received telephone number; and

means for displaying at each of said terminals, said telephone number of said second terminal

while said received telephone number is being displayed.

39. (Previously Amended):   A method of identifying game players and game moves,

comprising:

in a first communication terminal having a first and a second memory location, storing a

telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory

location, storing a telephone number of said second communication terminal in said third memory

location;

dialing at said first communication terminal, a telephone number of said second communication terminal;

storing said dialed telephone number in said second memory location;

storing a telephone number of said first communication terminal in said fourth memory location;

displaying at each of said terminals, said telephone number of said first terminal; and

displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

40. (Previously Amended):   Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for dialing at said first communication terminal, a telephone number of said second communication terminal;

means for storing said dialed telephone number in said second memory location;

means for storing a telephone number of said first communication terminal in said fourth memory location;

means for displaying at each of said terminals, said telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said

telephone number of said first terminal is being displayed.

60. (New):   A method of identifying game players and game moves, comprising:

in a first communication terminal having a first memory location and a second memory

location, storing a telephone number of said first communication terminal in said first memory

location;

in a second communication terminal having a third memory location and a fourth memory

location, storing a telephone number of said second communication terminal in said third memory

location;

storing the telephone number of said second communication terminal in said second memory

location;

at said first communication terminal, dialing the telephone number of said second

communication terminal to place a first telephone call to said second communication terminal;

receiving the first telephone call at said second communication terminal and establishing a

communications link between said first and second terminals;

receiving caller ID signals associated with the first telephone call at said second

communication terminal;

obtaining the telephone number of said first communication terminal from the caller ID

signals received at said second communication terminal;

storing the telephone number of said first communication terminal obtained from the caller

ID signals in said fourth memory location;

at said first communication terminal, retrieving said telephone number of said first communication terminal from said first memory location and displaying the telephone number of said first communication terminal retrieved from said first memory location;

at said first communication terminal, retrieving said telephone number of said second communication terminal from said second memory location and displaying the telephone number of said second communication terminal retrieved from said second memory location;

at said second communication terminal, retrieving said telephone number of said second communication terminal from said third memory location and displaying the telephone number of said second communication terminal retrieved from said third memory location;

at said second communication terminal, retrieving said telephone number of said first communication terminal from said fourth memory location and displaying the telephone number of said first communication terminal retrieved from said fourth memory location;

wherein said telephone numbers of said first and second communication terminals are displayed concurrently at said first and second communication terminals at least for a first period of time.

61. (New):   The method of claim 60, further comprising:

activating, at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

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determining, based on which player placed the first telephone call, whether the first player or the second player is authorized to send a first game move instruction;

indicating at each of said terminals, which player is currently authorized to send a game move instruction;

receiving said instruction from the authorized player; and

displaying at each of said terminals, a game move and identifier associated with the received instruction.

62. (New): The method of claim 61, further comprising enabling at least one of the first and second players to change which player is authorized to send the first game move instruction.

63. (New): A method of identifying game players and game moves, comprising:

in a first communication terminal having a first memory location and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

storing the telephone number of said second communication terminal in said second memory location;

at said first communication terminal, dialing the telephone number of said second communication terminal to place a first telephone call to said second communication terminal;

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receiving the first telephone call at said second communication terminal and establishing a communications link between said first and second terminals;

storing the telephone number of said first communication terminal in said fourth memory location;

at said first communication terminal, retrieving said telephone number of said first communication terminal from said first memory location and displaying the telephone number of said first communication terminal retrieved from said first memory location;

at said first communication terminal, retrieving said telephone number of said second communication terminal from said second memory location and displaying the telephone number of said second communication terminal retrieved from said second memory location;

at said second communication terminal, retrieving said telephone number of said second communication terminal from said third memory location and displaying the telephone number of said second communication terminal retrieved from said third memory location;

at said second communication terminal, retrieving said telephone number of said first communication terminal from said fourth memory location and displaying the telephone number of said first communication terminal retrieved from said fourth memory location; and

determining, based on which player placed the first telephone call, whether the first player or the second player is authorized to send a first game move instruction;

wherein said telephone numbers of said first and second communication terminals are displayed concurrently at said first and second communication terminals at least for a first period of time.

64. (New):   The method of claim 63, further comprising enabling at least one of the first and second players to change which player is authorized to send the first game move instruction.

65. (New):   Apparatus for identifying game players and game moves, comprising:

a first communication terminal comprising a first memory location, a second memory location, a dialer circuit, and a display, the first memory location being capable of storing a telephone number of the first communication terminal;

a second communication terminal having a third memory location, a fourth memory location, a display, and a caller ID circuit, the third memory location being capable of storing a telephone number of the second communication terminal, and the fourth memory location being capable of storing the telephone number of the first communication terminal received from the caller ID circuit;

wherein:

the dialer is capable of dialing the telephone number of the second communication terminal to establish a communications link between said first and second terminals

the second memory location is capable of storing the telephone number of the second communication terminal;

the first and second communication terminals are capable of entering a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

the display of the first communication terminal displays the telephone numbers of the first and second communication terminals at the same time as the display of the second communication terminal displays the telephone numbers of the first and second communication terminals.

66. (New):   The apparatus of claim 65, wherein the first and second communication terminals

determine, based on which player placed the first telephone call, whether the first player or the

second player is authorized to send a first game move instruction.

67. (New):   The apparatus of claim 66, wherein at least one of the first and second

communication terminals comprises an input capable of receiving a direction causing the apparatus

to change which player is authorized to send the first game move instruction.